



WFRP RANDOM TREASURE GENERATION

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Fan Material for Warhammer Fantasy Roleplay : Random Treasure Generation

This resource is designed to generate random treasures for encounters in WFRP. Find the slaughter margin of the creature defeated and roll on the tables below to find which treasure sub-table you need to roll on. When numerous creatures have been overcome, then it may be worth moving the slaughter margin up a degree or two and rolling on those tables instead to represent a shared cache of treasures.

It should also be noted that the disgusting table is only likely to be viable for creatures like greenskins, beastmen and the like. Even though a human opponent may have a slaughter margin of very easy, he's unlikely to go in for hauling a mug of puss around with him.

Scaling

The chances of randomly rolling a magical item or potion using these tables are pretty slim. Some people like it this way and some prefer to have more magic in their games. If you want to increase the chances of rolling a magical item (or indeed any of the treasure categories present in this document), then you can adjust the slaughter margin treasure tables. For example, you might want to increase the chances of rolling a 'special' result on the average slaughter margin table. You could drop a couple of instances of knick-knacks, items and valuables and introduce a chance of a special result. Likewise, if you want to restrict special results even further, then simply move the results in the other direction. Alternatively, you could move the slaughter margin up or down a category or two, as was discussed in the introduction for multiple foes. This way, you can customise these tables to best fit your own campaign.

Table 1: Number of Items (roll 1D10)

| | Small Haul | Average Haul | Great Haul |
|----|------------|--------------|------------|
| 1 | None | None | 1 |
| 2 | None | None | 2 |
| 3 | None | 1 | 2 |
| 4 | None | 1 | 3 |
| 5 | 1 | 2 | 3 |
| 6 | 1 | 2 | 4 |
| 7 | 1 | 2 | 4 |
| 8 | 1 | 3 | 4 |
| 9 | 2 | 3 | 5 |
| 10 | 2 | 3 | 6 |

Table 2: Finds based on Slaughter Margin (roll 1D10)

| | Very Easy | Easy | Routine |
|----|--------------|--------------|--------------|
| 1 | Disgusting | Disgusting | Disgusting |
| 2 | Disgusting | Disgusting | Disgusting |
| 3 | Disgusting | Disgusting | Knick-knacks |
| 4 | Disgusting | Knick-knacks | Knick-knacks |
| 5 | Knick-knacks | Knick-knacks | Knick-knacks |
| 6 | Knick-knacks | Knick-knacks | Knick-knacks |
| 7 | Knick-knacks | Knick-knacks | Item |
| 8 | Knick-knacks | Item | Item |
| 9 | Item | Item | Item |
| 10 | Item | Item | Item |
| | Average | Challenging | Hard |
| 1 | Disgusting | Knick-knacks | Knick-knacks |
| 2 | Knick-knacks | Knick-knacks | Knick-knacks |
| 3 | Knick-knacks | Knick-knacks | Item |
| 4 | Knick-knacks | Knick-knacks | Item |
| 5 | Knick-knacks | Item | Item |
| 6 | Item | Item | Item |
| 7 | Item | Item | Valuables |
| 8 | Item | Item | Valuables |
| 9 | Item | Valuables | Valuables |
| 10 | Valuables | Valuables | Special |
| | Very Hard | Impossible | |
| 1 | Item | Item | |
| 2 | Item | Item | |
| 3 | Item | Valuables | |
| 4 | Valuables | Valuables | |
| 5 | Valuables | Special | |
| 6 | Valuables | Special | |
| 7 | Special | Special | |
| 8 | Special | Special | |
| 9 | Special | Special | |
| 10 | Special | Special | |

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| Table 3: Disgusting 'Treasures' (roll 1D100) | |
|---|--|
| 01-03 | A stained handkerchief |
| 04-06 | Several severed toes and/or digits |
| 07-09 | A ball of ear wax |
| 10-12 | An erotic letter written in the owner's language |
| 13-15 | A bag full of excrement |
| 16-18 | Toenail clippings sewn onto a leather strap |
| 19-21 | Bigoted jokes scribbled on human skin |
| 22-24 | A stuffed bird covered in a sweet coating, with several lick marks |
| 25-27 | A shrunken head |
| 28-30 | A lewd drawing |
| 31-33 | Illustrations of torture techniques |
| 34-36 | A set of wooden false teeth |
| 37-39 | A wooden rod, about 6" long |
| 40-42 | A string of Elven ears |
| 43-45 | Rats in a stew pot |
| 46-48 | A finger bone painted to resemble a snake |
| 49-51 | A mouldy and smelly piece of cheese |
| 52-55 | Strips of bloody skin |
| 56-58 | Slug mash |
| 59-61 | A rawhide doll with strategic holes |
| 62-64 | A box of fleas or other small invertebrates |
| 65-67 | A bag of insects impaled on thorns |
| 68-70 | Stained undergarments |
| 71-73 | Sweetmeats |
| 74-76 | Curdled milk with green scum on the top |
| 77-79 | "Rumster's Best Badger Broth" |
| 80-82 | A Snotling's snot |
| 82-85 | A dozen tongues sewn together to make a monster tongue |
| 86-88 | A filleted humanoid stuffed into a sack. Icky |
| 89-91 | A glass eye covered in excrement |
| 92-94 | A mug of puss from a mutant |
| 95-97 | Matted fur that crawls with movement |
| 98-00 | A Bestigor's pizzle |

| Table 4: Knick-knacks (roll 1D100) | |
|---------------------------------------|--|
| 01-03 | A stick of chalk |
| 04-06 | A ball of coloured wool |
| 07-09 | A knobbly candle |
| 10-12 | A journal written in the owner's language |
| 13-15 | A letter to "Herr Magnus" decrying the lack of decent vegetables |
| 16-18 | A bag of Wissenland candies |
| 19-21 | Seven bird feathers of differing colours |
| 22-24 | A badge from Bugman's brewery |
| 25-27 | A sewing kit |
| 28-30 | A new whetstone |
| 31-33 | A recipe for "Madam Hendrich's Fortifying sheep's bladder soup" |
| 34-36 | Two rag dolls |
| 37-39 | Mug with a painting of Magnus the Pious |
| 40-42 | A walking cane |
| 43-45 | A one way coach ticket (Four Seasons Coaching House) from Altdorf to Nuln |
| 46-48 | A heraldic banner |
| 49-51 | A hat pin of tarnished copper |
| 52-55 | A wooden set of dice and throwing cup |
| 56-58 | Three paintbrushes |
| 59-61 | Pamphlet demanding that "The orphanage be given all the city's discarded shoes" |
| 62-64 | Scrawled map of a building called "The Drummer's Boudoir" and the name 'Esmerelda' with a heart next to it. |
| 65-67 | Token redeemable for a round of cheese at 'Uncle Adolph's Cheese repository' |
| 68-70 | Six gambling chips |
| 71-73 | A miniature pistol made from soap |
| 74-76 | Directions to a Barber-Surgeon in Altdorf |
| 77-79 | A piece of fiction in the owner's language |
| 80-82 | Some numbers on a grease stained cloth |
| 82-85 | A Cathayan finger puzzle |
| 86-88 | Dried fruit in a greased bag |
| 89-91 | A pomegranate pie |
| 92-94 | Wooden figure of a Dwarf with spiky hair |
| 95-97 | Lyrics to a song called "Don't crowd the privy door" with a rousing chorus about the joys of the galloping trots |
| 98-00 | A shale slate with "Gotrex woz 'ere" scrawled on it in chalk |

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| Table 5: Items (roll 1D100) | | | | | |
|-----------------------------|--|----|--|----|--|
| 1 | Mail Coif | 35 | Cutlery, metal | 69 | Throwing axe/hammer |
| 2 | Spirits, bottle | 36 | Mirror | 70 | Full plate armour |
| 3 | Kettle | 37 | Tankard, pewter | 71 | Overcoat |
| 4 | 3 leaves of parchment & ink | 38 | Spade | 72 | Sack |
| 5 | Lock Picks | 39 | Manacles | 73 | Lantern, storm |
| 6 | Healing Draught | 40 | Lucky charm | 74 | 2 blankets |
| 7 | 2 water skins | 41 | Grappling hook | 75 | Cutlery, silver |
| 8 | Rope, 20 yards | 42 | Saddlebag | 76 | Musical instrument |
| 9 | Sword-breaker | 43 | Tent | 77 | Lock, quality |
| 10 | Lantern & oil | 44 | Sleeved mail shirt | 78 | Crowbar |
| 11 | Deck of cards | 45 | Plate helmet | 79 | Sledgehammer |
| 12 | Bow & 10 arrows | 46 | Rapier | 80 | Fish hook & line |
| 13 | Hat, simple | 47 | Dagger | 81 | Black lotus |
| 14 | Leather jack | 48 | Blunderbuss | 82 | Religious Relic |
| 15 | Rations (1 week) | 49 | Spear | 83 | Veteran's hand |
| 16 | Gin trap | 50 | Full mail armour | 84 | Saddle & harness |
| 17 | Trade tools (may be bulky) | 51 | Perfume | 85 | Wine, quality |
| 18 | Gilded nose | 52 | Abacus | 86 | Entertainer's garb |
| 19 | Flail | 53 | Mandrake root | 87 | Foil |
| 20 | Sling | 54 | Blessed water | 88 | Buckler |
| 21 | Mail Leggings | 55 | Flask, metal | 89 | Longbow |
| 22 | Cloak | 56 | Pouch | 90 | Repeater crossbow |
| 23 | 1d10 cooking pots | 57 | Backpack | 91 | Gunpowder & shot (enough for 10) |
| 24 | Disguise kit | 58 | Uniform | 92 | 20 arrows |
| 25 | Writing kit | 59 | Plate bracers | 93 | 20 bolts |
| 26 | Poor item (roll again, that item is of poor quality) | 60 | Good item (roll again, that item is of good quality) | 94 | Best item (roll again, that item is of best quality) |
| 27 | Grimoire | 61 | Bola | 95 | Halberd |
| 28 | Antitoxin kit | 62 | Whip | 96 | Lasso |
| 29 | Robes | 63 | Pistol | 97 | Chest |
| 30 | Plate bracers | 64 | Morning Star | 98 | 5 pieces of paper |
| 31 | Hand weapon (choose one) | 65 | Demilance | 99 | 1d10/2 Metal ingots, base |
| 32 | Javelin | 66 | Great weapon | 00 | Chimera spittle |
| 33 | Full leather armour | 67 | Shield | | |
| 34 | Scroll/map case | 68 | Crossbow | | |

| Table 6: Calculating Worth of Valuables | | | |
|---|-------------------|------------------|-------------------|
| Slaughter Margin | Worth of Valuable | Slaughter Margin | Worth of Valuable |
| Average | 1d10 x 5 gc | Very Hard | 1d10 x 40 gc |
| Challenging | 1d10 x 10 gc | Impossible | 1d10 x 80 gc |
| Hard | 1d10 x 20 gc | | |

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Table 7: Valuables (roll 1D100)

| | | | | | |
|-------|--|----|---|-------|--|
| 1 | Jewelled broach | 36 | A ladies brocade dress | 61 | Painting of Verena |
| 2 | A book entitled "How to kill Orcs in the Emperor's Service" written by Marshall Koenig | 37 | "Peering into the abyss" a book by Werner Kesselring about his days as a witch hunter. May be a banned tome | 62 | Wanted poster for a pattern killer in Marienburg "Wild Willi" with notes on his habits and haunts. Roll value for the reward offered |
| 3 | Snuff box inlaid with ivory | 38 | Ceremonial golden dagger | 63 | Embalmed daemon's hand |
| 4 | A gold handled walking cane | 39 | Jewelled opera glasses | 64 | An Elven crafted bow |
| 5 | A porcelain mask | 40 | A golden earring | 65 | A Kislevite amber cameo |
| 6 | "Dead Parrots' Society" a satirical woodcut of great workmanship | 41 | A sealed pot of 'Imperial Jelly', a food delicacy of the nobility | 66 | "A View of the Tower" an ethereal painting purported to be of the Tower of Hoerth |
| 7 | A lace shawl | 42 | A coronet | 67 | Lustrian herbs & spices |
| 8 | Letters said to belong to an Elector that detail an infidelity | 43 | A lyre with frets of pearl and adorned with rare lacquers | 68 | Genie in a bottle, pickled in vinegar |
| 9 | "The Ascension of Sigmar" an oil painting | 44 | A golden pie dedicated to "The master pie maker" | 69 | A ring bearing the seal of a noble house of the Empire |
| 10 | A large woven rug depicting a bear hunt | 45 | A puzzle box inlaid with mother of pearl | 70 | "Moonflowers" a painting by Ludwin van Goth |
| 11-19 | Coins, silver shillings | 46 | A silk handkerchief | 71 | Antique coins |
| 20 | A silver letter opener with an inlaid jet in the handle | 47 | Ten gold buttons mounted with small rubies | 72 | A magnifying lens of great power |
| 21 | A cut crystal decanter | 48 | A gold framed mirror | 73 | A diamond studded choker |
| 22 | Sixty charcoal portraits of the churches of the Empire | 49 | "Temple Tales" bawdy stories from the cloisters | 74 | A funerary urn painted with dragons |
| 23 | The golden hammer of Krutz, an unwieldy Warhammer | 50 | A chessboard of ebony & ivory with silver pieces | 75 | Set of gold knuckles (like brass ones, but golden) |
| 24 | Golden candelabra | 51 | A tortoiseshell box | 76 | Bottle of wine (2402 vintage) |
| 25 | An erotic statuette in jade | 52 | A decorated breastplate | 77 | Entertainer's garb |
| 26 | A set of painted plates depicting scenes from the Battle of Black Fire pass | 53 | Blueprint for a shipboard engine of war, awaiting patents from the Marienburg Engineers' Guild | 78 | A ceramic chamber pot decorated with scenes from the infamous song "Don't crowd the privy door" |
| 27 | A jewelled scabbard | 54 | Fencing foil. Jewelled hilt | 79 | Rapier |
| 28 | An ivory back-scratcher | 55 | A set of golden spurs | 80 | Buckler |
| 29 | An immaculate model ship held within a crystal bottle | 56 | cameo depicting Magnus the Pious | 81 | A working model of a steamtank, of Dwarven make |
| 30 | A ruby ring | 57 | An ermine cloak | 82 | Rich, nobles clothes |
| 32 | A lacquered cabinet | 58 | Tiny ruby slippers | 83 | A jewelled tiara |
| 33 | Original copy of "The Farce in the Fog" by Detlef Sierck. Signed by the great man | 59 | An astronomical chart featuring illuminations of celestial bodies | 84-87 | Jewellery such as rings, necklaces, broaches or bracelets |
| 34 | A belt made from Manticore skin and stitched with gold leaf | 60 | An inkpot made from an Orc's tusk and highlighted in silver | 88-92 | Gems such as ruby, sapphire, semi-precious stones |
| 35 | An illuminated prayer book | 61 | A chunky gold chain | 91-00 | Coins, gold crowns |

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A Note on Special Items

The items on these tables can be found in Realms of Sorcery. If you wish to incorporate items from other sources, feel free to do so.

| Table 8: Determining Special Items | | |
|------------------------------------|-------------|--------------|
| Slaughter Margin | Potions | Magic Items |
| Hard | 1-6 on 1d10 | 7-10 on 1d10 |
| Very Hard | 1-4 on 1d10 | 5-10 on 1d10 |
| Impossible | 1-2 on 1d10 | 3-10 on 1d10 |

| Table 9: Special Items (roll 1D100) | | | |
|-------------------------------------|--|-------|--|
| | Potions | | Magic Items |
| 01-10 | One of your own creations or a potion not present in Realms of Sorcery | 01-04 | One of your own creations or a potion not present in Realms of Sorcery |
| 11-18 | Boar's Musk | 05-08 | All-Seeing Mirror |
| 19-24 | Channelpath Potion | 09-12 | Amulet of Thrice Blessed Copper |
| 25-28 | Debauch's Friend | 13-16 | Arrows of Potency |
| 29-30 | Draught of Lizard Limbs | 17-20 | Black Skull of the Caliph |
| 31-33 | Draught of Power | 21-24 | Boots of Bovva |
| 34-39 | God's Spit | 25-28 | Charm of Hotek |
| 40-49 | Hair Tonic | 29-32 | Dazh's Flint |
| 50-55 | Lucidity Tonic | 33-36 | Doomfire Ring |
| 56-59 | Nectar of Beauty | 37-40 | Elven Cloak |
| 60-65 | Potency Draught | 41-44 | Elf Charm |
| 66-69 | Potion of Comeliness | 45-48 | Fauschlag Ring |
| 70-74 | Potion of Pain Denied | 49-52 | Griffon Claw |
| 75-83 | Potion of Perceptive Clarity | 53-56 | Helstrum's Staff |
| 84-89 | Potion of Teeth | 57-60 | Maid's Charm |
| 90-00 | Slimming Liquor | 61-64 | Orb of Ghrond |
| | | 65-68 | Power Stone (choose an order) |
| | | 69 | Runefang |
| | | 70-73 | Scrivener's Candle |
| | | 74-77 | Scroll of the Fifth Lore |
| | | 78-81 | Silver seal |
| | | 82-85 | Skull Charm |
| | | 86-89 | Sword of Battle |
| | | 90-93 | Sword of Justice |
| | | 94-97 | Talisman Of Ulric |
| | | 98-00 | Rare spell component of GM's choice |